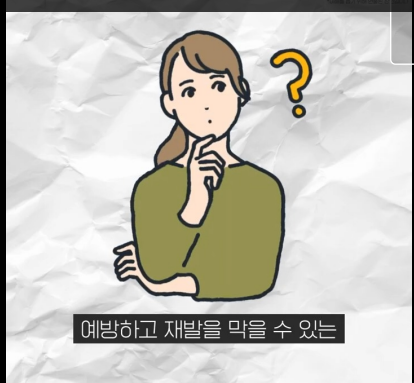

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Hotel"

Survival Difficulty: Class Variable

- » Varying Safety
- » Heavily Unstable
- » Diverse Entity Count

Ad: (35)



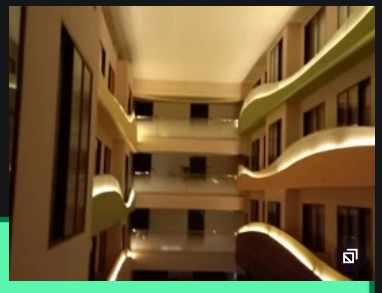
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Description






Level 76 is a Hotel that changes shape, meaning that it can be hard to find the exit. This level is divided in various areas, like sub-levels.

Sector 1


Survival Difficulty: Class 0
» Safe


Image of Level 76 From Above.

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» **Secure**

» **Devoid of Harmful Entities**

The first part of the level features the basic features, just like a normal maze would do. It has no entities other than adult facelings and it will not change shape, so it's the easiest part to survive in and escape. Find an ladder climb it and you are sent to

Sector 2

Sector 2

Survival

Difficulty: Class 3



Image of Level 76 Showing a Hallway.

» **Unsafe**

» **Unsecure**

» **Moderate Entity Count**



The second sector of the level has a more maze-like shape and a lot of turns. There are **hounds** and other entities in this part of the level. Sometimes it will change shape, and make you confused so make sure to have a buddy wanderer while exploring!. Bring firearms that are suppressed or knives since there are Entities. Find a staircase that transitions you to **Sector 3**

Sector 3

Survival Difficulty: Class

5

» **Unsafe**

» **Always Changes Shape**

» **Added Insanities**

Sector 3 is the hard part where things get very interesting. Entities that can be found here are Hounds, Skin-Stealers. It **Always changes shape** and has more entities than the past level. Find an escalator Transitions you to **Sector 4**.

Sector 4

Image of Level 76 of a split.

Survival Difficulty: Class Deadzone

» **Super Unsafe**

» **Strictly Uninhabitable**

» **Entity Infestation**

Fancy maze, but still dangerous. Make sure to be ready as this is like the harder

version of **Sector 3** and changes shape every 30 seconds. Entities include: Hounds, child facelings and skin-stealers. Take a lift to Have a 50/50 Chance to be transitioned to **The rooftop.** or **The roofbottom.**

The Rooftop

Survival Difficulty: Class 0

- » Safe
- » Secure
- » Devoid of Entities

This is the end, there are no entites here and it just has an exit door. . Enter the door to be Transitioned to **Level 11.**

The Roofbottom

"What?? This is strange, we're underground..."

Survival Difficulty: Class Undetermined

- » Mysterious Properties
- » Unknown Information
- » Undocumented Entities

Its the end but.... different, Nevermind Take the Exit door to be Transitioned to **Level 77**

Entities

- Hounds
- Skin-Stealers
- Facelings

Colonies & Outposts

There are no colonies or outposts in this level.

Entrances and Exits

Entrances

- Enter the door in Level 19 to be transitioned here.
- Find the door labled "**Hotel**" in the levels: **18**, **21** and **24**.
- Some windows in Level 188 may send you here.

Exits

- Reach the end and enter the door on **The Rooftop** to be teleported to **Level 11**
- Reach the end and enter the door on **The Roofbottom** to be teleported to **Level 77**

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